ASH GIANTS

Giant of Ash and Ember

Habitat: Mountain, Underdark; **Treasure:** Armaments, Relics

While they may have once been giants of stone, these giant creatures have been altered by their environment and culture in equal measure. Ash giants appear visually similar to their stone giant kin with bald heads and a lean physique, though their skin is significantly darker, and their eyes are deep set and black.

It's unclear precisely where the defining schism between stone and ash giants begins, though it is believed that the first ash giants were descended from a clan of stone giants living deep within a volcano that suddenly became active. These giants were forced to the surface, where they learned to live in the hostile environment that

surrounded them. Many of these giants likely died or moved on to join with other stone giant clans, but those who remained adapted and evolved into something new.

ASH GOLIATH
A goliath character with ancestry related to ash giants has all the same species traits as any other goliath, with the following option available as part of their ***Giant Ancestry***.

Ash's Shroud (Ash Giant). As a Bonus Action, you give yourself the benefits of **Half Cover** until the start of your next turn.

Ash Giants

Ash giants decorate their bodies with giant runes painted in white ash from their homeland. These runes are seldom magical, and often serve as a means of displaying the giant's most notable deeds. For example, a party of ash giants who fell a dragon might adorn themselves in the runes for "Dragon" and "Death", marking themselves as dragon slayers. Unlike tattoos, these markings will fade over time. This is by design, and perfectly illustrates the ash giant philosophy. They see the fading of past glories merely as an opening for future deeds, worthy of celebration.

Ash Giant

Huge Giant, Neutral

AC 17 **Initiative** +7 (17)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 22	+6	+6	**DEX** 18	+4	+7	**CON** 20	+5	+8
INT 11	+0	+0	**WIS** 18	+4	+7	**CHA** 10	+0	+0

Skills Athletics +9, Perception +7, Stealth +10
Resistances Acid, Fire, Poison
Senses Darkvision 60 ft., Passive Perception 17
Languages Common, Giant

CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The giant makes two attacks, using Stone Spear or Great Blowgun in any combination.

Stone Spear. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 19 (3d8 + 6) Piercing damage plus 7 (2d6) Poison damage.

Great Blowgun. *Ranged Attack Roll:* +7, range 60/240 ft. *Hit:* 13 (2d6 + 6) Piercing damage plus 14 (4d6) Poison damage. If the giant is hidden, this attack doesn't reveal its location.

Spellcasting. The giant casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 15):

At Will: ***Elementalism*** (Beckon Fire or Beckon Earth only)
1/Day Each: ***Fog Cloud***

Bonus Actions

Ashen Step (Recharge 6). The giant magically teleports into a space it can see within 60 feet.

Reactions

Deflect Missile (Recharge 5–6). *Trigger:* The giant is hit by a ranged attack roll and takes Bludgeoning, Piercing, or Slashing damage from it. *Response*: The giant reduces the damage it takes from the attack by 11 (1d10 + 6), and if that damage is reduced to 0, the giant can redirect some of the attack's force. *Dexterity Saving Throw:* DC 17, one creature the giant can see within 60 feet. Failure: 11 (1d10 + 6) Force damage.

Ash Giant Flamewalkers

Flamewalkers are ash giants who have dedicated themselves to the natural ways of their harsh homelands. By embracing the caustic powers that surround them, they are able to become one with the volcanic wasteland. Within ash giant society, flamewalkers are spiritual leaders, and battlefield commanders alike.

Ash Giant Flamewalker

Huge Giant, Neutral

AC 17 **Initiative** +9 (19)
Hit Points 230 (20d12 + 100)
Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 22	+6	+6	**DEX** 18	+4	+9	**CON** 20	+5	+10
INT 15	+2	+2	**WIS** 22	+6	+11	**CHA** 13	+1	+1

Skills Athletics +11, Perception +11, Stealth +14
Resistances Acid, Poison
Immunities Fire
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21
Languages Common, Giant, Primordial (Ignan)
CR 13 (XP 10,000; PB +5)

Traits

Magic Resistance. The giant has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The giant makes two attacks, using Smouldering Staff or Incinerate in any combination. It can replace one attack with a use of Acid Rain, or Subsuming Ash if available.

Smouldering Staff. *Melee Attack Roll:* +11, reach 15 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage plus 14 (4d6) Fire damage.

Incinerate. *Ranged Attack Roll:* +11, reach 300 ft. *Hit:* 15 (2d8 + 6) Fire damage and the target starts **burning**.

Subsuming Ash (1/Day). The giant transforms the ground in a 30-foot area it can see within 120 feet into a pool of ashen quicksand. The area is **Difficult Terrain**, and creatures standing in the area struggle to avoid sinking. *Strength Saving Throw*: DC 19, a creature that starts its turn in the area. *First Failure:* The target has the **Restrained** condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target is submerged in ash. A submerged creature has the Restrained condition, **Total Cover**, and is **suffocating**. As an action, a submerged creature or another creature within 5 feet of it can make a DC 19 Strength (Athletics) check. On a successful check, the creature is no longer submerged.

Acid Rain (1/Day). The giant summons an acidic storm cloud that causes acid rain to fall in a 120-foot area for 1 hour. *Constitution Saving Throw:* DC 19, a creature who starts their turn

in the area. *Failure:* The target takes 14 (4d6) Acid damage and has the **Blinded** condition until the start of their next turn. *Success:* Half damage only.

Spellcasting. The giant casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 19):

At Will: *Elementalism* (Beckon Fire or Beckon Earth only)
3/Day Each: *Fog Cloud*, *Heat Metal*
1/Day Each: *Cloudkill*, *Fireball*, *Lightning Bolt*

Bonus Actions

Ashen Step (Recharge 3-6). The giant magically teleports into a space it can see within 60 feet. It can use Spellcasting to cast Fog Cloud immediately before or after it teleports.

Reactions

Deflect Missile (Recharge 5–6). *Trigger:* The giant is hit by a ranged attack roll and takes Bludgeoning, Piercing, or Slashing damage from it. *Response*: The giant reduces the damage it takes from the attack by 11 (1d10 + 6), and if that damage is reduced to 0, the giant can redirect some of the attack's force. *Dexterity Saving Throw:* DC 17, one creature the giant can see within 60 feet. Failure: 11 (1d10 + 6) Force damage.

Ash Giant Pale Ones

Within ash giant society, few are feared more than the pale ones. These individuals have dedicated themselves to mastery over the art of poison craft, as well as the techniques to best use the concoctions they create. Most poison used by ash giants of all types is created by a pale one, though they are not solely focused on producing tinctures of death. Pale ones also serve as healers among their kind, making them experts over both life and death.

Pale ones are seldom seen, unless they wish to be. They coat themselves in white ash, which serves a dual purpose. For their enemies, it is an intimidation tactic. For their allies, it is a way for them to be easily identified. This excess coating of white ash also makes any wounds they receive in combat blatant and obvious, and for a pale one, there is no higher honour than returning from battle without a single cut or scrape.

Ash Giant Pale One

Huge Giant, Neutral

AC 19 **Initiative** +13 (23)
Hit Points 161 (14d12 + 70)
Speed 45 ft., Climb 45 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 22	+6	+6	**DEX** 20	+5	+9	**CON** 20	+5	+8
INT 14	+2	+6	**WIS** 18	+4	+8	**CHA** 10	+0	+0

Skills Athletics +10, Intimidation +13, Perception +12, Sleight of Hand +9, Stealth +13
Resistances Acid, Fire
Immunities Poison; Poisoned
Senses Darkvision 60 ft., Passive Perception 22
Languages Common, Giant
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The giant makes three attacks with its Obsidian Blade, or two attacks with its Great Blowgun.

Obsidian Blade. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 19 (3d8 + 6) Slashing damage plus 14 (4d6) Poison damage and the target has the Poisoned condition until the end of their next turn. This attack ignores bonuses to armor class granted by shields.

Great Blowgun. *Ranged Attack Roll:* +9, range 240 ft. *Hit:* 13 (2d6 + 6) Piercing damage plus 21 (6d6) Poison damage and the target has the Poisoned condition until the end of their next turn. If the giant is hidden, this attack doesn't reveal its location.

Spellcasting. The giant casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 16):

At Will: *Elementalism* (Beckon Fire or Beckon Earth only)
1/Day Each: *Fog Cloud*, *Pass Without Trace*

Bonus Actions

Ashen Step (Recharge 5-6). The giant magically teleports into a space it can see within 60 feet.

Cunning Action. The giant takes the Dash, Disengage, or Hide action.

Reactions

Deflect Missile (Recharge 4–6). *Trigger:* The giant is hit by a ranged attack roll and takes Bludgeoning, Piercing, or Slashing damage from it. *Response*: The giant reduces the damage it

takes from the attack by 22 (3d10 + 6), and if that damage is reduced to 0, the giant can redirect some of the attack's force. *Dexterity Saving Throw:* DC 17, one creature the giant can see within 90 feet. Failure: 22 (3d10 + 6) Force damage.

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